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Description

SPACE BATTLE BOARD GAME

Technical Field

5 This invention relates to board games and in particular to a board game playable by two
or four persons or two teams of persons utilizing a square game board with each player being
assigned a plurality of ships along with a mother ship. The object of the game is to be the first to
move one's mother ship from a beginning edge of the game board to an opposing edge on move
spaces located on the board. Difficulty levels are provided by changing and adding move options
10 available to the players.

Background Art

Prior art is replete with various types of games utilizing game boards and moveable
objects. Unlike the prior art, the present invention provides numerous playing levels providing
various challenging moves and strategies thereby increasing the interest level of the players. The
15 complexity level is changed easily without adding new objects or materials.

General Summary Discussion of Invention

Object of Play

In the game, players compete against each other to see who is the first to get their “mother ship” to the opposite side edge of the game board from the starting edge. In doing so, players will inevitably confront each other and eliminate “ships” in order to be proclaimed a winner at the end. Once this has been accomplished the game is over and a player wins the game. Another way of winning the game is when a player terminates all of his opponents “ships” without getting the “mother ship” to the opposite side. Yet another way of becoming a winner is by SPM (SELF PROCLAIM MOVES). SPM occur when it is obvious that one player has another player(s) “trapped” or on the verge of winning and it’s only a matter of time that this player becomes a winner.

Before playing the game a player must decide the difficulty level desired. There are 5 levels. Level 1 is for starters. Level 2 is for experienced players. Levels 3-5 are for experts. Level 4 is the most challenging. Level 5 requires some major rule changes. Level 5 is always played with the combination of any of the previous 4 levels. It is strongly recommended to begin with level 1.

PRACTICING THE INVENTION

SETUP AND GAME RULES

LEVEL I

The game is ideal for four players, 2 players, or two teams of two. If teams are involved a
 5 team members are always on opposing side of the game board from each other.

The game can be played on either of two game boards. Figure 1 illustrates game board #1 which is 10 by 10 square, with 100 total spaces (21) and with a “safe haven” move space (20) not perfectly in the middle of the game board. Figure 2 illustrates game board #2 which is 11 by 11, with 121 spaces (31) and with a “safe haven” move space (30) in the middle of the game board. Each
 10 game board has alternating blank move spaces (22, 32) with move spaces (23, 33). The move spaces (23,33) may include a depiction of a comet, star, galaxy, or some other celestial object or indicia which could indicate color and direction of move. On the figures 1 and 2, direction arrows are included for description only to indicate the direction of desired moving of ships and mother ships on the board. These arrows may be replaced with an artistic rendition of a comet which is colored to
 15 match the four different sets of playing pieces, described below. Coloration of the comet on the board are divided into quadrants meeting at the center safe haven move space. The different style arrows on figures 1 and 2 game board indicate the different colors for each arrow style. The game board desired is chosen before play begins.

Each player selects a set of colored playing pieces, the set includes three “ships” and one “mother ship”. Figure 3 depicts a set of playing pieces (40) with three “ships”(41) and one “mother ship” (42). The game includes four sets of playing pieces with each set a different color. Each player’s color may also be assigned a team name. For example green may be “Little Green Men”, blue may be “Blue Moon”, red may be “ The Red Planet”, and purple may be “ Purple People Eaters”. Ships (41) are placed on the beginning edge moving spaces (24, 34) where the arrows match the color of the set. When using the game board in figure 1 with the 10 by 10 moving spaces two of the beginning edge moving spaces have an extra move spaces available. Ships and mother ships may be positioned on the desired move spaces at the player’s discretion. However, it is not necessary to label your teams.

1. TAKING TURNS-It is recommended to go in color alphabetical order. Blue-first, green-second, purple-third, red-forth. Or you may choose another preferred order. Each player can only move 1 desired ship at a time unless the player sees the opportunity to double or triple jump.
2. Ships move diagonally by following the direction of their colored arrows or other indicia. Some boards may not show the arrows but it’s assumed that each color moves forward in a diagonal direction. These ships may not move back from the direction they are going.
3. Ships may terminate an opponent by flying (jumping) over them or sliding into the place where the opponents ship was located. There must be an empty diagonal move space in order to terminate an opponent. Once a ship is terminated, it has taken out of space, removed from the playing board. Double, triple, etc. flying (jumping) is permitted. There is no limit to

double flying (jumping). It is also permitted to jump over your own ship to advance or terminate an opponent.

4. The mother ship is the one unique spaceship of the set of four. An object is to protect the mother ship at all times. Once a mother ship is terminated, the player is out. All other ships of that player are removed from the game board. Mother ships may move in any direction by riding (jumping or using spaces) one moving space at a time.
5. A player may lose a ship when "CAUGHT LOOKING OR CAUGHT SLEEPING". Such as when a player fails to terminate an opponent's ship when the opportunity is there. A player loses the ship that was "caught looking". Any player may call this within the current turn. A player may be safe from being "caught looking", if no players call it and it's that player's turn again. If a situation arises where a player has two opportunities to terminate an opponent, that one player can choose which opponent to terminate and the other opportunity would not be considered "caught looking". A player may even choose to be "caught looking" if he sees a more advantageous move. For example, when a player's mother ship is about to win.
- 15 6. Safe haven is the space in the middle or almost middle of the game board. This space may be shared by any number of different ships. Once a ship is in this place, it is protected and nothing can affect this ship from being terminated. It is permissible to use the safe haven space to end a termination process.
7. Safe haven space may never be flown (jumped) over for strategic purposes, unless the ship flying over has another ship (of its own color) positioned there (Safe Haven).
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8. A ship gets "VADOR" (invador) status and has extra powers when any ship other than the mother ship reaches it's opposite side. A VADOR is identified by standing upright with the "V" (43) visible, illustrated in figure 3. VADOR moves in a V shape. It may move multiple squares at one time. VADOR may double jump over opponents, while there must be move spaces in between for double jumping if the opportunity is there. VADOR may never use the move spaces on the game board edges. VADOR may never jump over or use safe haven spaces. Vadors can terminate a ship only when there is a move space empty next to where the opponents ship is located.
9. SL (44) stands for "Sore Loser" and "SL" is imprinted on the opposite end of the ship as the "V". This occurs when a player is eliminated but the player has a ship left in safe haven. This ship can move in any direction and one moving space at a time when it's turn comes around but it can't become a Vador.
10. It is good sportsmanship not to talk during a game. There is a two minute time limit per move. A player may choose to take advantage of the time if desired.
11. If you are playing with game board #2, note that players slide into safe haven. You may jump over safe haven if a player has a chip of it's own in safe haven. In addition, a player can't terminate an opponent by leaving safe haven.
12. If a player terminates an opponent on a multiple jump and the 1st ship eliminated was the Mother ship, this player has a choice to finish the double jump or complete it at the point of where the mother ship was terminated.

LEVEL II

The rules from level I still apply, changes are listed below.

1. ROPD-This stands for RIGHTS OF PASSAGE DENIED. A player obtains this when an opponent's ship(s) is terminated. The piece that was terminated must be flipped over and placed on a desired area in the game board, thereby exposing the letters "ROPD" (46) as illustrated in figure 3. The player who terminated someone has this responsibility.
2. When a ROPD exists, it's likely there is no moving space for players to use to play the game. In other words, it's like a wall that can't be used.
3. It is possible for players to be trapped around ROPDS (even in safe haven). If this is the case, the player may choose to pass or just choose to self-terminate and be eliminated.
4. VADORS are the only ships that can remove ROPD'S. ROPD'S can be removed as per player's turn and only one ROPD at a time. A ROPD is removed when a VADOR locates it in it's "V" area. The ROPD ship is then removed from the game board. VADORS may do this as often as desired as per player's turn. VADORS can't remove a ROPD and terminate a ship in the same move.
5. ROPD'S must be removed before termination can occur.
6. If a "caught looking" situation arises and is called, the player that called it first gets to place the ROPD on the board. If it's a tie, use the paper, scissor, rock to see who gets awarded the ROPD. If a player is "caught looking" during his last move to win, the player must move

back his ship and allow the opponent to place the ROPD where desired, and the player “caught looking” loses his turn.

7. VADORS and mother ships may not be used as ROPD’s. If a mother ship is terminated, it is possible that you may have 1-3 ROPD’s available.

5 8. A player may call “pass” when he or she is trapped and there is not a move available to him or her. If he is the only one left and he or she is trapped, he is considered defeated.

LEVEL III

The rules from levels I and II still apply, changes and additions to these levels are listed below.

1. Mother ship carrier-This comes into effect when a mother ship carries individual ships. For
10 each ship that the mother ship carries, this represents the times that the mother ship can move.
For example, if it carries two ships, the mother ship can move three times.

Mother ship carriers may not double jump after they have exhausted their number of ship capabilities. Single ships are the only ones that may double jump as many times as available.

2. Individual ships may hop on the mother ship carrier. Or a mother ship carrier, if within range,
15 may pickup ships. When picking up a ship, the ship that was picked up does not count as a
extra move until the next turn for that player comes around.

3. Mother ship carrier may release individual ships at anytime anywhere per player’s turn.

4. You may terminate any opponent within the range that the mother ship carrier is capable. For
example, if your mother ship carrier has a 3 move capability, then you may eliminate an
20 opponent next to you and move twice more.

5. Mother ship carrier must be completely dissolved before a mother ship is crowned the winner.
Mother ships must dump all their ships before it wins. A dumped ship on the edge of the opposite side may become a VADOR.
6. VADORS can terminate mother ship carriers.
- 5 7. Mother ship carriers may use safe haven to be protected. However, mother ship carriers may not use safe haven for the purpose of terminating opponents unless there is a ship of the same color already positioned there.
8. A mother ship carrier may not use the same path twice. For example, you may not move once into the moving space, terminate a ship, and then use the same moving space to backup
10 through the same path that you already used.

LEVEL IV

1. Before the game starts, all players pass out their color chips to other players except their own mother ships. Which means that each players will end up with their mother ship and three different colored ships.
- 15 2. Players then position all the ships on their starting side. Be aware that each player still controls only their color the only difference is that their ships are in different starting locations.
3. In this level, a player must make a note of the two sides to play in. Once is called the “Regular” side and the other is call the “Dark” side.

4. The objective is still to get your mother ship to the opposite side.
5. In this level players may switch sides and must announce to all players that he is switching sides. This represents a move.
6. Players can only terminate opponents if they are in matching sides. A player cannot terminate someone while switching sides or in the process of doing so. For example, a VADOR on the dark side cannot eliminate someone on the regular side.
7. A player wins only if his mother ship reaches one of the original and regular moving spaces or area but it cannot be the dark side.
8. During a switch move, the ship may be moved diagonal, side to side, or up and down.
- 10 9. All other rules from previous levels still apply.

LEVEL V

This level is played in combination with the other 1 thru 4 levels. Two major rules change.

1. The objective is no longer that your Mother ship reaches the opposite side but to eliminate all your opponents completely.
- 15 2. Your small ship are allowed to move back.
3. If a player double jumps an opponent while trying to become a VADOR, this player must first terminate it's opponent touching the VADOR area. Then on its next turn may become a VADOR if that is what is desired.

INTERNET ONLINE PLAY

There will be a cost to the customer for playing the game online. Players will visit the game website. Players may create an account by paying online through the use of credit cards, debit cards, etc. They may also purchase a game card from retail outlets who carry the card for sale. The card will
 5 have a code that can be scratched off by the player. The code will allow the player to create and maintain his account every time he plays the game. Once the player uses the value of the card, another card may be purchased or the player can add value to the old card through the use of credit cards, debit cards, checks, etc.

As players play the game online, they add monetary value to their account every time they
 10 win. Players of the game may be compensated in "Scholarship" money. A player's earnings can be withdrawn when two things happen.

Number one: A player must graduate from High School. If a player drops out of HS, the player's earnings are forfeited.

Number two: A player must provide written proof that he is indeed enrolled in a Higher Ed.
 15 Institute. Higher Education Institutes include Colleges, University, and Tech. Institutes and Trade schools.

Players who have no need for "Scholarship" money can donate their earnings to someone who meets the above requirements. However, this player may not withdraw his earnings for any other reason.

Tournaments will be held on-line periodically for the purpose of dispersing Scholarships to young kids.

Below is a simplified list of steps for the above mention.

Step 1: Player visits the game's website or he may purchase a game card where he finds the game's
5 website address.

Step 2: Player purchases credits to play the game. Or player may scratch off the code from the game card. Cards will be sold at different values. Cards will have different prices. The more expensive the card is, the more games a player can play.

Step 3: The cost per game will be for example, 1 credit. In this example, a value can be given to the
10 credit as per owner's discretion.

Step 4: Player creates account with all truthful information. The account application will be nullified if there is proof of false information.

Step 5: Player enters rooms available for play. Playing rooms include Beginners, Experience, and Experts.

15 Step 6: Player's pay to play a game. 1 credit per game.

Step 7: If players win a game, his account will be credited with "1" credit. For example, if a player has 4 credits on his account and he wins a game, his account now has a total of "5" credits.

Step 8: If player loses game, the player loses 1 credit. For example, if player started with "4" credits in his account, he now has 3 credits because he lost.

20 Step 9: Player may choose to stop playing by logging of his account and play another day.

Step 10: Players will be notified for upcoming tournaments.

Finally a player can rank himself by keeping track of his winnings only. The ranking # is in the thousands place. Levels 1 thru 4 represent the ranking position. If a player has won in his or her lifetime, 5 games of level 1, 6 games of level 2, 3 games of level 3, and 1 game of level 4. The player's ranking is 5631. Obviously, if an opponent player is 9999, you are playing with a pro. Once
5 the number of games won is 9, you stop counting.

Description of Drawings

For a further understanding of the nature and objects of the present invention, reference should be had to the following detailed description, taken in conjunction with the accompanying
10 drawings, in which like elements are given the same or analogous reference numbers and wherein:

Figure 1 is a game board which has 10 by 10 square total spaces with a "safe haven" not in the middle of the board.

Figure 2 is a game board which has 11 by 11 square total spaces with a "safe haven" square in the middle.

15 **Figure 3** are three "ships" and one "mother ship" each player starts with at the beginning of a game, illustrating the markings thereon.